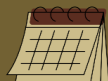




SSBT's Group of Institutions

MILESTONE - 2K23

RULE BOOK



23rd March, 2023



Shram Sadhana Bombay Trust's
COLLEGE OF ENGINEERING & TECHNOLOGY, JALGAON

Affiliated to KBCNMU Jalgaon, Included under 2(f) & 12(B), of UGC Act 1956
NAAC Re-accredited with CGPA of 3.14 at A grade

INSTITUTE OF PHARMACY, JALGAON

Approved by PCI, New Delhi, Govt. of Maharashtra, DTE Mumbai & Affiliated to DBATU, Lonere, MSBTE Mumbai

ARTS COMMERCE & SCIENCE COLLEGE, JALGAON

Affiliated to KBCNMU Jalgaon

BAMBHORI, POST OFFICE NO., 94, JALGAON- 425001 (MS) INDIA

For Details- www.sscetjalgaon.ac.in

A National Level Mega Event

Milestone 2k23

Thursday, 23th March 2023

E SPORTZ EXTRAVAGANZA

Kartik Prajapat 8180838919
Ankush Vaniyar 9373048310



GOOGLER

Jayesh Patil 8830687488
Sayali Jadhav



SCAVENGER HUNT

Bhushan Sengale 8308777426
Vaishnavi Patil



CAREER TO CORPORATE

Nikhil Nerkar 942104137
Pooja Joshi



CARNIVAL

Hanshal Shirwat 8830379410
Nayna Tare



INTELLECTUAL MINDS

Md Arif Khan 9648184286
Rupali Bhatnagar



REELS AND REELS

Tanmay Rajput 7378678448
Sheetal More



CODE<A>THON

Digambar Chaudhari 7820464305
Nikita Patil



CREATOR

Shrinivas Chaudhari 7021110714
Raksha Patil



CREATIVEPRENEUR

Umesh Joshi 7798757379
Disha Dhangra



PAPER PRESENTATION

MODEL/ POSTER PRESENTATION



THEMES :-

Recent trends in the following areas

Applied Science	Comp / IT Engg.	Commerce
Biotech Engg.	Electrical Engg.	Management
Chemical Engg.	E & TC Engg.	Pharmacy
Civil Engg.	Mechanical Engg.	Comp. Application

Fees : ₹ 100 / Per Event

Student Convener

Vaishnavi Ghanekar Ankita Pardeshi
Bhavesh Patil- 7378450384 Ram Prajapat- 7020011237
Pranav Ghuge- 8411000626 Himanshu Pawar- 9752828302



CHIEF PATRON

SHRI. RAOSAHEB SHEKHAWAT
CHAIRMAN, GOVERNING BODY

PATRON

DR. G. K. PATNAIK
PRINCIPAL

PATRON

DR. S. B. PAWAR
VICE PRINCIPAL

CONVENER

DR. RICHA A. MODIYANI
ASST. PROFESSOR MBA DEPT.

CONVENER

DR. SUNITA PATIL
ASST. PROFESSOR APP SCI. DEPT.

CONVENER

MS. SHITAL PATIL
ASST. PROFESSOR COMP. DEPT.



For Registration

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PAPER PRESENTATION:

Paper presentation is a competition where each participant is required to prepare an article/ paper about a given topic or area, and then present it in front of the juries.



Objectives:

1. To encourage students by providing them with the opportunity to present their work, build confidence, gain feedback and meet like-minded students.
2. To bring out creativity and analytical skills among students and to enhance knowledge in a particular subject/ topic/ area.

Outcomes:

1. To enhance participant's ability in Writing article/ papers in English as well as to present it.
2. To provide an opportunity to learn in detail about a subject/ topic/ area in emerging fields/ recent trends and develop effective presentation skills.

Rules of the Event:

Team Formation:

1. Team can have maximum of 2 participants.
2. It is not necessary that the participants forming a team should be from the same college.
3. There is no restriction on the number of teams from the same college.

Presentation Rules:

1. The paper submitted will have to be presented during the event.
2. Hard copies of the same are to be submitted before presentation to Judges.
3. The Teams will get EIGHT minutes to present their paper and TWO minutes will be for questioning by judges.
4. The participants will have to present their papers using slides in MS-Power Point (PPT) format only.
5. Violation of any rule can result in rejection of paper.

The paper should be in IEEE format.

1. Abstract may not exceed the limit of 500 words.
2. The front page should have title of paper on the top and the details of the team members at the bottom. (As mentioned in abstract)
3. It should have abstract attached.
4. Font style for text: Times New Roman.
5. Font size for text: 12 points.
6. Font size for headings: 16 points.
7. Font size for sub-headings: 14 points.
8. Margin of 1 inches from all sides.

Prizes: 1st prize: Rs.1000/- 2nd prize: Rs.750/- (Branch wise)

MODEL/ POSTER PRESENTATION:

(Theme: 'Sustainability and Environment Friendly)

Posters provide visual, colorful, simple ways to communicate community issues and events, and are suitable for display in community spaces.



To promote logical acumen and equip the learners with learning skills like critical thinking, communication, collaboration and creativity in Model Making.

Objectives:

1. To judge the students based on their creative aspects but also to trigger thought process among the students towards recent trends in Science & Technology/ Commerce & Management/ Pharmacy.
2. To help learners to focus on a certain idea, event, fact or process.
3. To reinforce the practice of learning by doing.
4. Exhibits creativity in designing models using eco- friendly resources and out of box thinking in solving problems.

Outcomes:

1. To check the understanding and concept clarity of the students through a 360-degree knowledge test, where they have to conceptualize idea, design, get involved in resource management and exhibit the models.
2. To develop critical thinking skills in the students, by providing them with a fun filled activity-based learning time.
3. To gauge their knowledge and awareness of recent trends in various fields.
4. To bring out the creative expression of students.

Rules of the Event (POSTER):

1. The Topic of poster and theme should be clearly mentioned at the Top Margin of the Poster.
2. Poster board / space of 1m x 1m and material for affixing the poster will be provided by the organizer.
3. Participant has freedom for preparation of poster.
4. It can be flex printed or hand drawn. Maximum two participants are allowed per poster for poster presentation.
5. Poster should not contain any personal details like Name, Class, School/ College etc. of the participants. These details should be mentioned in registration form only.

6. Participants can participate in any one of the following theme areas:

- Commerce, Management, Law etc.
- Pure Sciences: Physics, Chemical, Life Sciences, Mathematics, Environment, Home and Computer Science
- Engineering & Technology
- Pharmacy

Rules of the Event (MODEL):

1. Students from any discipline can participate.
 2. It should be Product Design, Working Prototypes and Engineering Models.
 3. Participants should bring their requirements along with them on the day of the event
 4. The team should display their model throughout the event schedule. Failing this the team may be liable for disqualification.
-
- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
 - Students will have to carry copy of valid Higher Secondary School/College/University ID card.

CAREER TO CORPORATE:

This event will analyze an individual's strengths and weaknesses in areas such as problem-solving, logical reasoning, verbal comprehension and the ability for decision-making. This event will disseminate knowledge among participants about corporate culture.



Objectives

1. To encourage students to speak with confidence, exhibit leadership skills.
2. To groom students by imparting corporate etiquette, sharpen aptitudes and inculcate self-confidence by making a mark of his/her own personality.

Outcomes

1. To improve analytical thinking, listening and communication skills.
2. To improve confidence in public speaking platform.

Rules of the Event:

Round I: Aptitude Test

1. 30 Question will be asked for an aptitude test.
2. 20 Minutes for aptitude test.
3. One mark for each correct Answer.
4. No Negative Marking.
5. Cell phones/ Calculator/Any Electronic gadgets are prohibited.

Round II: GD

1. Topic for Group Discussion will be given on the spot.
2. Give everyone a chance to speak.
3. Listen carefully & participate actively.
4. Commit to learning not debating.

Round III: PPTs

1. Registered participants will be provided topics on 18/03/2023.
 2. Use a Maximum of 15 Slides.
 3. Don't read your presentation straight from the slides. Let the Titles Tell the Story
 4. Don't overload your presentation with animations.
- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
 - Students will have to carry copy of valid Higher Secondary School/College/University ID card.

CARNIVAL: Fun of Marketing

This event focuses on learning a conceptual framework for understanding customers, designing appropriate marketing activities, making marketing decisions and addressing marketing problems in building a new venture.



Objectives:

1. Demonstrate an understanding of the role and process of market survey and marketing skills in making marketing decisions.
2. To explore how marketing tools and processes can enable entrepreneurs to realize the full potential of their ideas.

Outcomes:

1. To integrate knowledge, skills, and techniques of marketing.
2. To apply marketing communication functions such as advertising, direct marketing, personal selling, sales promotion, and public relations.

Rules of the Event:

1. Participants have to come with the selected product for sale.
 2. Kiosks (Stalls) for selling and marketing will be provided.
 3. Items for example Books, Clothes, Stationary, Electronic Gadgets and Cosmetics etc.
 4. Packaged food items will be allowed.
 5. Maximum investments per team Rs. 5000/-
- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
 - Students will have to carry copy of valid Higher Secondary School/College/University ID card.

CODE-a-THON:

This event is for programmers having knowledge in Object Oriented Programming. It has been designed for students who love coding and who are passionate about programming



Objectives:

1. To develop knowledge and innovativeness of students in programming.
2. Able to use object oriented programming and concept to solve the complex problems.

Outcomes:

1. To foster social, educational & intellectual goals.
2. To explore career opportunities in the programming domain.

Rules of the Event:

Round1: Blind Code Round

1. Teams will have to make the code both working as well as efficient ***WITHOUT MONITOR.***
2. Participants choose any one of these languages: C, C++, Java
3. All possible inputs and corner cases shall be handled.
4. Judging will be based on execution time and memory usage of programs.

Round 2: Problem Statement

1. Teams will have to present proper working effective solution for Problem Statement provided on event in some criteria.
- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
 - Students will have to carry copy of valid Higher Secondary School/College/University ID card.

CREATIVEPRENEUR:

The competition is designed to give collegiate entrepreneurs a real-world experience to fine-tune their business plans and elevator pitches to receive funding and maximize the commercialization of their products.



Objectives:

1. To foster a vibrant entrepreneurial ecosystem and culture.
2. To create market linkages and scale up small business opportunities.

Outcomes:

1. To gain experience in creating and writing a business plan.
2. To sharpen organizational and communication skills.

Rules of the Event:

1. B-Plans should be submitted one day before on the link provided.
 2. Time for presentation- 10 minutes per team.
 3. Participants should bring Hard copy while attending competition.
 4. While presenting the Business Plan (through PPTs) funding requirements, current and projected financials, broad break-up of application of funds, and scaling-up strategy, etc must be explained.
- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
 - Students will have to carry copy of valid Higher Secondary School/College/University ID card.

CREATOR: Website Design:

Web design is the process of planning, conceptualizing, and arranging content intended for the internet. It will focus on various aspects such as well-formed content, navigation and user-flow, responsiveness and an amazing user experience.



Objectives:

1. To develop the ability to logically plan & develop web pages.
2. To develop an understanding of the formalistic aspects of design & visual communication.

Outcomes:

1. To apply the web design process in a real life situation.
2. To analyze the usability of a website.

Rules of the Event:

1. Product-oriented problem statement will be provided on 21/03/2023.
 2. Website should have informative content.
 3. Website should be built using HTML, CSS and Vanilla JS only.
 4. No CSS or JS external frameworks and libraries are allowed.
 5. Participants will be judged on the basis of the aesthetics and code of the website.
- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
 - Students will have to carry copy of valid Higher Secondary School/College/University ID card.

E- SPORTZ EXTRAVAGANZA:

This event is for students having better coordination among their team members. It has been organized for students who love gaming and who are passionate about it.



Objectives:

1. To develop Sportsmanship, Leadership, Communication and Teamwork.
2. To play together in a shared space, whether a shared virtual space or a physical space like e-sports.

Outcomes:

1. To improve problem solving skills and logic.
2. It enables confidence that allows for shared experiences and personal growth.

Rules of the Event:

Round 1: Erangel Map

1. Each team allows maximum 4 Players in their squad.
2. Players must register their username as mentioned on their College ID Proof.
3. All the players in the squad must be present in the college campus otherwise the team will be disqualified.
4. Minimum criteria of the Player Level (Team) must be 10.
5. Free WIFI facility will be provided at college.
6. No third party app is allowed. Eg. VPN or DNS.

Round 2:

1. First three teams will be qualified for 2nd round.
2. Two teams from 2nd round will be the winners of the event.

- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
- Students will have to carry copy of valid Higher Secondary School/College/University ID card.

GOOGLER:

“Google” is the world’s most powerful search engine. How many questions can you make Google answer for you? Here is our challenge to make everyone aware of the power of Google and also test their technical as well as general knowledge. Find out how efficiently and effectively can you Google.



Objectives:

1. To understand the importance of critical thinking.
2. To impart participants how to be critical evaluators of information.

Outcomes:

1. To apply key terms related to the Internet with the assistance of a glossary.
2. To gain knowledge and experience through researching and analyzing information.

Rules of the Event:

Round 1: Elimination Round

- Each team will have to Google 10 questions within 10 minutes.

Round 2:

- Qualified teams will be given 5 questions to be solved within 5 minutes
- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
- Students will have to carry copy of valid Higher Secondary School/College/University ID card.

INTELLECTUAL MINDS:

This event is for students who are having good general knowledge, general ability and interest in the current affairs. The one who wants to prove their intellect can participate in this event.



Objective of the event:

1. To create a group of young minds with quizzing talent.
2. To improve or expand one's knowledge of things, either general or in specific area.

Outcome of the event:

1. It motivates any individual to have a good common sense and be up to date with current affairs.
2. It enables confidence for students who are preparing for competitive examinations.

Rules of the Event:

Round 1: Elimination Round

- Any individual or dual can participate in this event.
- Participants shall not be allowed to use mobile or other electronic instruments.
- Questions shall be in the form of multiple choice, True / False statement, Visuals, Specific-answer question etc.
- Shortlisted team will go in the next round.

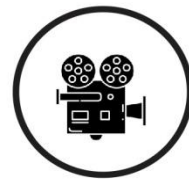
Round 2: Buzzer Round:

This is the final round of this "Intellectual Minds" event.

- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
- Students will have to carry copy of valid Higher Secondary School/College/University ID card.

REALS AND REELS: (Smart Phone Movie Contest)

This is a competition of short films fully shot by smart phones. It aims to expand the creator's range of expression and opportunities for challenges.



Objectives

1. To discover and support young filmmaking talents.
2. To make smart phone filmmaking affordable and accessible to all

Outcomes

1. To showcase their talent and creativity by applying their learning in real situations.
2. To foster the creativity, imagination and the skill of presenting their ideas, thoughts and perceptions.

Rules

1. Theme: College Life
 2. Mode: Films should be shot by smart phone only.
 3. Duration: 120 seconds to 180 Sec
 4. Language : English/Hindi/Marathi
 5. FORMAT – .mp4 files with widescreen.
 6. How to participate: Shoot the video using (Smart) mobile phone on the date of the event at our campus (SSBT's COET, Bambhori, Jalgaon) and the film should be submitted as "Smart Phone Movie Contest", with the name of the participant and institution on 19/03/2023 up to 2 pm.
 7. The movie must be original and should not violate any provision of the Indian property act, Copyright Act, etc.
 8. The content of the movie should be suitable for Universal viewing and not contain any provocative, objectionable or inappropriate content.
 9. ONE (1) ENTRY of two participants and/ One prize per film regardless of the number of people credited.
- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
 - Students will have to carry copy of valid Higher Secondary School/College/University ID card.

SCAVENGER HUNT:

Scavenger hunt, the idea of hunting for hidden treasures has always been exciting and adventurous. It is an easy, adaptable, and fun way to interact and help start making discoveries of their own.



Objectives

1. To practice problem solving in a tangible way & complete challenges by working as a team.
2. To utilize problem solving skills & come up with strategic plans to complete the challenge.

Outcomes

1. To discover, explore, solve problems, test new ideas and experience companionship, cooperation and teamwork.
2. To develop their curiosity, predicting and persistence skills through searching for treasure.

Rules

1. Do not open and view the clues prior to the announcement that the hunt has started.
 2. Teams must travel on foot.
 3. Teams are free to utilize resources which exist independently of the treasure hunt.
 4. Teams may use smart phones or mobile internet devices.
- The decisions of the jury will be final and binding - no appeal will be admitted. Organizers reserve the right to disqualify any entry found misbehaving.
 - Students will have to carry copy of valid Higher Secondary School/College/University ID card.

The organizers reserve the right to change/update the rules of the contest at any point of time and will do their best to inform to participants of the same. However, it is ultimately the responsibility of the teams to keep themselves updated.

ACCOUNT DETAILS FOR ONLINE PAYMENT

BANK NAME: - BANK OF MAHARASHTRA

NAME OF ACCOUNT: - Principal, SSBT's COET Bambhori , Jalgaon.

ACCOUNT NO. : - 20072540078

IFSC CODE: - MAHB0001161 (M.J. COLLEGE BRANCH)

You can pay through any of the UPI app by doing direct account transfer method of respective app.

NOTE: - Please take down the screenshot or details of transaction such as transaction id; since it is required for registration.

REGISTRATION DETAILS

Fees: - Rs. 100/- Per event

Website Link:- <https://sscoetjalgaon.ac.in/milestone-2k23>

Link for registration: <https://milestone2k23.online/>

Instagram ID: <https://instagram.com/milestone2k23>



FACULTY CONVENERS



Dr. Sunita S. Patil

Asst. Prof. App. Science



Mrs. Shital Patil

Asst. Prof. Computer Dept



Dr. Richa A. Modiyani

Asst. Prof. MBA Dept.

STUDENT CONVENERS



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Organized by

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